Interplay

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CLAY FIGHTER 2™

JUDGMENT CLAY

Interplay

INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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Dateline Mudville: July 15th, 1994.

Authorities have now confirmed the mysterious purple clay meteor that recently wreaked havoc through the land is once again active. Clay emissions from the meteor have been seen spreading through Mudville at an alarming rate, leaving the land flooded in a sea of rising clay. One eye witness described the spreading clay as a "gigantic blanket of bubbling goo covering the..." Unfortunately the witness was not able to finish before being engulfed by a gushing mass of clay.

It is believed that moments before this second claytastrophe began, an alien spacecraft in the shape of a prune Danish landed approximately one quarter of a mile away from the meteor. Witnesses described a strange man with a big head, large buggy eyes wearing a lab coat with the inscription "Extremely Mad Scientist, Dr. Kiln", jumping out of the craft. According to one startled citizen, Dr. Kiln pressed his nose, and out of both nostrils shot a big honking loogy,

it was large and green and struck the central portion of the meteor. The meteor instantly pulsed with a strange green glow and began spewing forth the dreaded clay emissions. Then Dr. Kiln shouted at the top of his lungs — "I am now and will remain supreme ruler of all Mudville, N. Boss is no more... And just try and stop me."

The most recent reports indicate that an array of formidable warriors has risen from the spreading sea of clay, apparently to meet Dr. Kiln's challenge and vie for supreme leader themselves. These clay fighters are believed to be far stronger and fiercer than those that rocked Mudville during the last Claytastrophe. Who of these new warriors will finally triumph and rule the land ? Hoppy, a rowdy bunny ? Buff and Bad Mr. Frosty ? Maybe it will be Blob, Goo Goo, Nana Man, Octo, Kangoo, or last year's champion Tiny. It all depends on you. Are you ready?

BEGINNING THE GAME

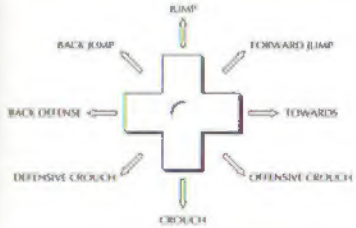
First you will need to insert the CLAY FIGHTER 2™ Game Pak into your Super Nintendo Entertainment System®. Now move the Power Switch to the ON position. The Title Screen of CLAY FIGHTER 2 will appear. Now press the START button on your controller to bring up the game choice screen.

CONTROLLING YOUR CLAY FIGHTER™

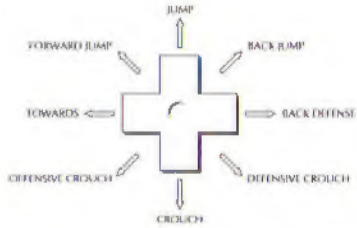
Description of Movements: ***"This is where it all begins."***

Towards: This will allow your clay fighter to walk forward or perform an attack which requires forward motion.

Forward jump: Your clay fighter will jump forward, towards the other player, possibly over them. Many actions can be performed while your clay fighter is in the air.



For character facing right



For character facing left

Jump: The clay fighter™ will jump straight up into the air. Some clay fighters are able to jump higher than others.

Backward jump: Your clay fighter will jump into the air away from his opponent.

Away: This will allow your clay fighter to defend against attacks coming in from above, or from chest height.

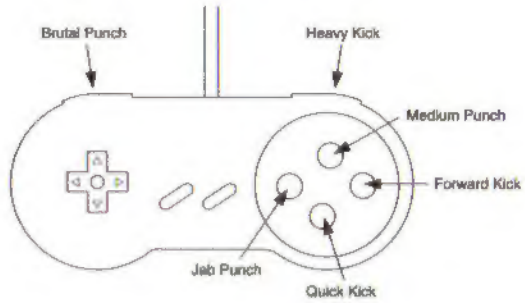
Crouch Defense: Your clay fighter will defend against low attacks and most chest high attacks.

Crouch: Your character will move closer to the ground allowing low attacks.

Offensive Crouch: Your character will crouch down ready to attack the opponent. Watch out! Your character will not block in this position.

Punches and Kicks: ***"Basic Training, what a piece of clay."***

These three basic punches are available to all characters:



Jab Punch: This wimpy attack does not do much damage but you can get a lot of them in before another clay fighter™ can land a more powerful punch.

Medium Punch: This plain wrap punch is one that any John Dough can throw. It has an average speed and an average strength.

Brutal Punch: This no holds barred punch will brutalize your opponent, but only if you can land it in time.

These three basic kicks are known by each clay fighter:

Quick Kick: Sometimes you will need this puny kick to get another clay fighter off your back. It will usually land before a stronger attack can get to you.

Forward Kick: Another attack in the John Dough category. It is not the strongest kick, nor the weakest. It will get to your opponent in an average amount of time.

Heavy Kick: When you really want to send your opponent through the goal posts, try this kick. It should send him half way to Saturn.

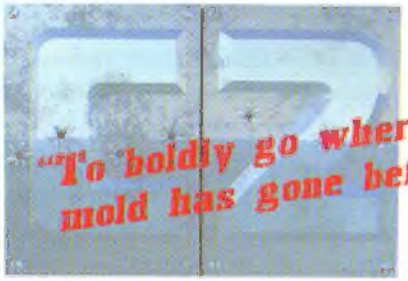
Close Attacks *"Ready or snot, here I come."*

These attacks can be performed when your clayfighter™ is next to his or her opponent. Your clayfighter's normal punches and kicks may also be different when he or she moves into close combat.

Special Moves *"What was that?"*

While the clayfighters have learned a collection of basic throws, holds, punches, and kicks; each character has studied a variety of special moves. These moves are different for each character. They will give your clayfighter a much needed edge when your opponent's clay is down. You can also surprise another clayfighter with a move they might not be expecting. Timing is very important in any of the special moves, and it might take you a while to perfect these and other attacks.

YOUR MISSION



To begin a single player game, choose Game Start from the Main Menu screen by moving the control pad up or down, and pressing the START button.

You will now enter the Character Select screen. From here you can pick the clay fighter™ of your fancy. To do this move the selector around to the character you wish to play and hit a button. The button you use to select your character will affect the color in which he or she is displayed.

Each fighter is unique. You should pick a character suitable to your fighting style.

Once a battle begins, you will need to use all of your skill to defeat your opponent. Each time you hit the other clay fighter with any of your punches, kicks, holds, throws, or special moves their life energy will decrease. This goes both ways, and you will lose a portion of your energy every time you are hit as well. When one of the clay fighter's energy has dropped to zero, the round is over. Win two out of three

rounds, and walk away the match victor. The other clay fighter™ may have used more style in the fight, but he or she is now the one laying on the ground in a pool of their own clay.

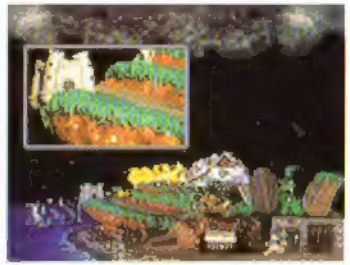
If you are able to pound your opponent to a pulp two out of three rounds, you will then move onto the next clay fighter. If you cannot, then you will have to battle this particular clay fighter again. A real clay fighter accepts this and will fight against insurmountable odds until he is able to persevere. Don't give up if a certain opponent keeps on beating you, your timing and expertise will increase with practice. You will eventually give your opponent a taste of their own clay.

Your clay fighter and his opponent do not have all the time in the world. Each round is timed by a timer (duh!). When the clock has completed one cycle or reaches 0, the time has run out, and the round is over. The clay fighter with the most energy remaining will emerge the victor.

While one person is playing against the computer, another player can join by pressing the START button at any time during the game. When one player beats another, the single-player game will resume. If the second player wishes to fight again, they can simply press START to join the fight.

VERSUS MODE

Versus Mode offers two players the chance to fight each other without the game returning to single-player mode. Choosing this option from the Main Menu brings up a character selection screen. You can choose your character by moving your icon selector to the player of your choice and pressing a button. As before, the button you choose will affect the color of your character. You can toggle back and forth between the character select and handicap fields by pressing up on the keypad. To return to selecting your character press down on the keypad. If you wish to change your handicap you must do so before choosing your character. To change your handicap toggle to the handicap field and move your keypad left or right. The character with the higher handicap will be given a greater advantage in combat. Once you have both chosen characters, the Stage Select screen will come up. The arena selected will depend upon what option you have chosen in the Options Menu (see Options Menu for more details).



To choose the arena move the selector to the stage of your choice and press START. At this time if you hold down the SELECT button you will bring up the Button Configuration screen (see page 20). If you choose not to do so, prepare yourself...
The battle is about to begin.

Once you have set your buttons, press START to enter combat.

After the match a summary of current standings will be displayed. While on this screen you can bring up a list of options by pressing SELECT. Once you press SELECT you will be given the options QUIT, CONTINUE, or CLEAR. Choosing QUIT will take you back to the Main Menu, CONTINUE will drop you out of the menu, and CLEAR will reset the characters' win/loss/draw records. You can then exit the standings screen by pressing START.

TOURNAMENT

Tournament lets one to eight players fight in one of six types of tournaments. The standard tournaments are **SUDDEN DEATH, SINGLE ELIMINATION, DOUBLE ELIMINATION**. You can select the number of players in the tournament by highlighting the PLAYERS option and moving the keypad left or right. Select the tournament type by moving the keypad left or right while the TYPE option is highlighted. At this point you will need to determine whether or not you want RANDOM selection or not. This mode is for experts who know each character as if they themselves were cut from the same mold. If you have RANDOM set to ON, the character selection will be done automatically. You can toggle this mode ON or OFF by highlighting the RANDOM option and moving your keypad left or right. The Arena Selection controls how the arenas are selected, either Sequential (one after the other) or Random. To toggle between the two modes highlight the ARENA option and move your keypad left or right. The last option in the menu is TOURNEY SIZE. This allows you to change between 4-competitor and 8-competitor modes.

The slots that are not filled by human players will be filled with computer controlled characters. As with the other options, you can toggle between the two modes by highlighting the TOURNEY SIZE, and moving the keypad left or right. To start the tournament make sure your settings are correct and press START.

TOURNAMENT TYPES

Double Elimination

Every combatant will start off in the winners bracket. Two combatants will be matched up. The first player to win 2 rounds will move onto the next rung. The loser will be moved to the losers bracket. If a player loses a match while in the losers bracket they will be eliminated from the tournament. This process continues until there is a finalist from each bracket. Once there are two bracket finalists, the two will fight it out to become the Tournament Champion. In order for the losers bracket finalist to become champ, he must win 2 matches. The finalist from the winners bracket needs to win just one match.

Single Elimination

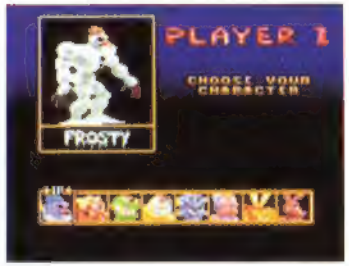
Every combatant starts off in the same bracket. In order to advance a player must win 2 rounds of combat. If you lose a match, you are eliminated from the tournament.

Sudden Death

This is setup the same way as the Single Elimination tournament except only one round is fought, not one match. This is useful if there are a lot of players.

PLAYING THE TOURNAMENT

Selecting Your Combatant



The character you are going to fight with is selected by moving the cursor over the character and pressing any button.

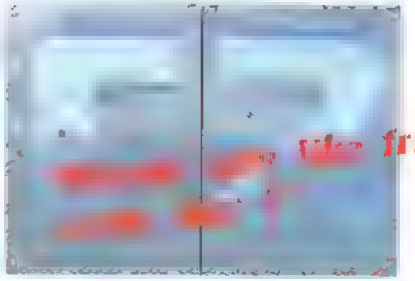
Note: If Random is set to Yes, the character selection is skipped and the computer automatically selects a character for you.

Tournament Chart

This chart shows the current standing of the fighters. Some fighters will be prominently highlighted to indicate that these are the combatants who will fight the next match. To begin the fight, press the START button.

Tournament Winner

Once all the matches are played (based on the tournament type selected) the winners will be displayed. For Double Elimination there will be a 1st, 2nd and 3rd place winner. For the Single Elimination and Sudden Death tournaments, there will only be a 1st and 2nd place winner. Once all the winners have been displayed, press the START button to return to the tournament menu.



CHANGING OPTIONS

The option screen allows you to change a number of things about the game. This gives you greater control over the games features. To get to the Options screen, highlight OPTIONS and press START. Then move the control pad up and down to pick the aspect of the game you want to change. With the exception of the Button Configuration option (where you press START), you can change the highlighted option by moving the keypad left or right.

Difficulty

This allows you to make the one-player game more difficult. The lowest level might challenge you at first, but as you get better at timing your moves and defending against attacks you will need to change this (value) for a greater challenge. Only the greatest clay fighters™ are able to win on the harder difficulty settings

Game Speed

If you wish to speed up play, you can use this option to turbo-charge the game. A value of one lets you play the game at a slower speed. To accelerate your clay fighters™ in the fray, choose an increasingly higher value up to a maximum of four. The game will default to a setting of three.

Time Limit

You can either have a round last for a specified amount of time or make the time limit infinite. When the time limit is infinite, the round will last until one of the clay fighters falls.

Arena Select

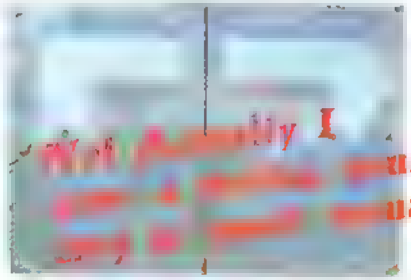
Now for the ARENA selection. The Arena Selection controls how the arenas are selected, either Sequential (one after the other), Random or Manual. To toggle between the three modes highlight the ARENA option and move your keypad left or right.

Foreground

This controls the front plane of the arenas. If you want a clearer view of the fighting arena set this option to OFF.

Button Configuration

Pressing START at this option brings you to a button configuration screen. This option allows a player to change the button arrangement on the controller. Move the highlight down to the button you would like to reassign and then press the button which you would like it to become The buttons will now switch. For example, if you change the Jab Punch Button to Button A on the controller, the Medium Punch will now be located at Button B. To return to the Option Menu, press the START or SELECT button.



SO YOU WANNA BE A CLAY FIGHTER™, HUH?

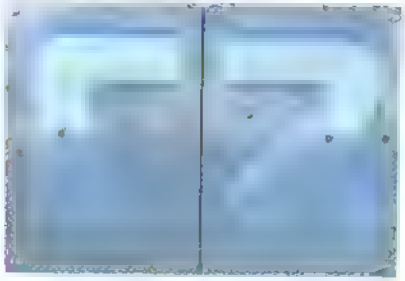
Hints at playing the game.

1) When all else fails remember to block, wait for your opponent to slip, and pound him into oblivion.

2) Experiment with different control pad and button combinations. You never know when you might find a new move, or.....?

3) Special moves can be blocked, however each time you do so your life energy decreases. It's best to avoid this situation whenever possible.

4) Blocking low will not always protect you from certain attacks. Study the clay fighters™ carefully. Some moves may appear to hit low, when they actually hit high.



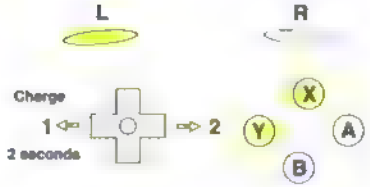
Bad Mr. Frosty™

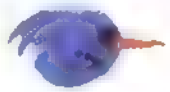
Bad Mr. Frosty just finished doing a long stretch on a maximum security iceberg for his assault on a Mr. S. Clauz. The experience didn't put a song in his heart. In fact, it turned him into the coldest, meanest thing on two frozen feet. Now he's taking it out on the world. OK, the greater metropolitan area of Mudville.

Once a mild mannered snowman, this devious spawn of winter lives for the icy cold of the far north. The good manners of snowmen no longer mean anything to Bad Mr. Frosty. Just get in his way, and he'll knock you over. He believes in the cold of winter and little else.

Special Moves

Snow Ball: Summoning a gust of Arctic wind and rolling himself into a ball, Frosty can snowball towards another clay fighter™. To make him do this, 1) press away in the defense position, hold it in the away position for 2 seconds, and then 2) press forward. As soon as you press forward, press a punch button. The type of punch used will affect the speed of the snowball.





Hoppy™ "The Battle Bunny"

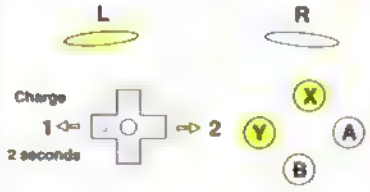
Hoppy is Mudville's answer to the one man army. Hoppy feels he is the strongest clay fighter™ in all of Mudville. After training for fifteen hours a day using a highly sophisticated technique to get rapid muscle response — he talks to his muscles! The once innocent field bunny, is now one mean hombre. Hoppy's training usually involves talking to his muscles on an individual basis. It was once believed he had a special relationship with his left biceps. But that was completely wrong. It was his right biceps. When Hoppy is pressed for time, he usually talks to his muscles in groups and hopes for the best.

Just back from a grueling battle with the neighbor's gardener, Hoppy is raring to strut his stuff.

Special Moves

Spinning Carrot: Hoppy has found a real use for his carrots besides food, he uses them as weapons! He knocks it with his head to send it spinning towards his opponent. This is performed by 1) charging away for 2 seconds, and then 2) pressing forward. As soon as you press forward also press one of the punch buttons.

The speed is determined by the type of punch button you pressed.



Goo Goo™

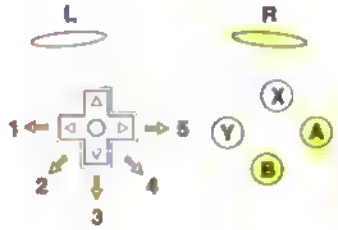
Goo Goo's first words were censored So were almost all the rest of his words. Nobody knows where his foul mouth came from, but there's a strong belief it had something to do with spending most of his free time (well all of it) at the local pool hall.

Besides shooting a mean game of pool, Goo Goo loves milk and women, not necessarily in that order. Just ask his ex pre-school teacher. She didn't want to expel him, but what would you do if a toddler kept inviting you back to his playpen for a nightcap?

Special Moves

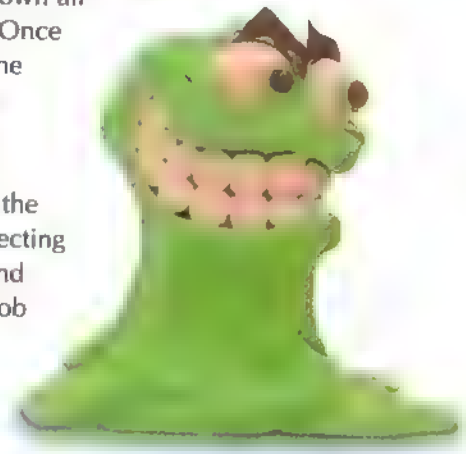
Ram Butt: This baby loves to crawl and ram into things like tables, chairs and other people. To activate this move, 1) Press away in the defense position, 2) Press down and away, 3) Press downwards in the crouch position, 4) Press down and towards, and finally 5) Press forward. Once hitting the forward position press one of the punch buttons.

The kicks that you use will affect the distance Goo Goo crawls.



The Blob™

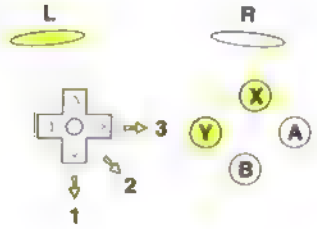
The story of Blob is known all throughout Mudville. Once an outcast, Blob became one of the most feared clay fighters™ ever to schlock clay. Blob has spent his time off from the clay fighter Circus perfecting his now deadly, new and improved Goojitsu. Blob is back and ready to show all of Mudville that he is the greatest mold of all time.



Special Attacks

Spit: Blob can sometimes be disgusting. This move shows this because he hocks a loogie towards his opponent. You can have The Blob attack in this manner by 1) Pressing downwards into the crouching position, 2) Pressing down-towards into an offensive crouch ,and then 3) Pressing towards. As you finish the control pad movements press any of the punch buttons.

The punch that you use will determine how strong he spits.



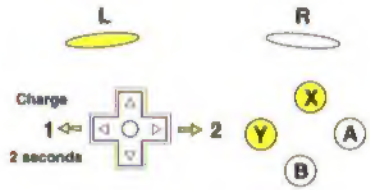
Kangoo™

Kangoo is sweet, humble and extremely dangerous. She'll typically pound an opponent to pudding, then whip out a first-aid kit and begin repairs. This has a strange way of making matters worse. Of course, it would help if Kangoo left her eyes open, but she can't stand the sight of spilled clay. Let's face it. Kangoo is just too nice. The minute she gets the best of an opponent, her conscience gets the best of her.

Kangoo tried to quit fighting once but her fans kicked and screamed. At first she though it was another reaction to the snack bar food. Then she realized the truth–her fans were going to thrash her if she didn't reconsider. She did.

Special Moves

Dashing Punches: Using her mighty tail she dashes forward towards the opponent and gives them a one/two maneuver. To use this powerful move, you will need to follow the steps in the diagram in order: 1) Press backwards into the away position, hold this position for 2 seconds then 2) Press towards into the forward position. As you press towards, press one of the punch buttons. The punch that you use will affect the distance which Kangoo runs.



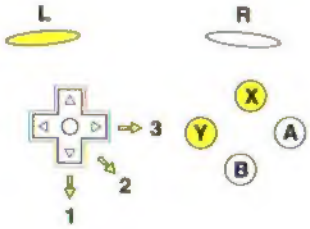
Nana Man™

Dig it, mon. Nana Man is a cool, laid back dude who speaks with a genuine Jamaican accent. That is, when he can get up the energy to speak. You see, he likes kicking back almost as much as he likes kicking butt. Nana Man can usually be found lounging under a blazing sun, sipping a tall, cool, icy Mudarita. But when the sun goes down, his thoughts turn to something completely new... kicking back under the moon.

Actually, Nana Man does occasionally experience flashes of get-up-and-go. And where he's going is usually to get another tall, cool, icy Mudarita.

Special Moves

Banana Slice: He loves giving other people a taste of banana. So he slices a part of himself and throws it towards the opponent. 1) Press downwards into the crouch, then 2) Press down and towards into an offensive crouch, and end by 3) Pressing towards in the forward position as you press a punch button.

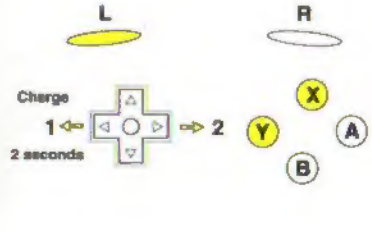


Octo™

To say Octo is hyper would be like saying The Blob Monster is big. The guy has enough energy to light the island of Manhattan. And what does he do with all his energy? Paaaaaaarty! No doubt about it, Octo is the original party animal! Just give him a special occasion, and he's out there cutting loose with the best of 'em. Only thing is, almost any occasion will do. The sun came out today? "Let's party!" Octo has since turned his energy towards combat training, and with all those tentacles, and all that energy, Octo is a force to be reckoned with.

Special Moves

Cartwheel: Octo has found a nice use for his arms and legs– it makes cartwheels so easy. 1) Press backwards in the defense position, 2) Hold the control pad there for a couple of seconds, and then 3) Press forward as you push one of the punch buttons to start him spinning towards his opponent.

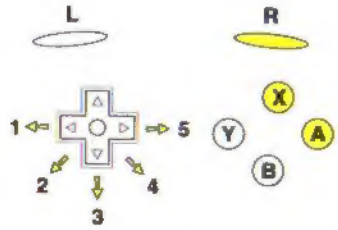


Tiny™

The buffest of the clay fighters™, Tiny works out whenever he isn't pounding the clay out of the other players. Tiny proved his dominance by smashing the cheezy N. Boss at the clay fighter Circus. Now president of the WCWA (World Clay Wrestling Association), he truly loves to wrestle and fight. So much so that he destroyed all of his wrestling opponents. Proud of his physique, Tiny will smash anyone who laughs at him. Tiny has returned in search of new competition, and his clay has never gleamed so good.

Special Moves

Medicine Ball: Tiny is able to roll himself into a ball and launch himself at any opponent. When the ball hits another clay fighter it will inflict a great deal of damage. Be careful, Tiny is vulnerable while rolled into a ball and can be hurt. The Medicine Ball is performed by 1) Pressing away in the defense position and holding away for 2 seconds, and then 2) Pressing forward. Press one of the punch buttons as the control pad is moved into the forward position. The type of punch used will affect the speed of the Medicine Ball.



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EXTRA SPECIAL THANKS:

To my beautiful daughter Sharon Renee Airey

To Brian Fargo, Michael Quarles, and
Alan Pavlish for believing in me

To Vun Renich for pushing me just a little
bit further

SPECIAL THANKS:

To all those that wrote in response to
Clay fighter 1.

To 24 hour fastfood chains.

To all those cool marketing people I'm
surrounded by.

To my good neighbor Weez who finally got
a trash can.

Well I guess that's it. I hope you stay up
playing this game as much as I stayed up
making it. This concludes the Clay fighter
manual, and wraps up my third year here at Interplay.
Now about that vacation?

Enjoy!
Jeremy Airey "The Clayman"

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